Reference: Article

```
import numpy as np, random, operator, pandas as pd, matplotlib.pyplot as plt
```

Create necessary classes and functions

```
Create class to handle "cities"
```

```
class City:
    def __init__(self, x, y):
        self.x = x
        self.y = y
    def distance(self, city):
        xDis = abs(self.x - city.x)
        yDis = abs(self.y - city.y)
        distance = np.sqrt((xDis ** 2) + (yDis ** 2))
        return distance
   def __repr__(self):
    return "(" + str(self.x) + "," + str(self.y) + ")"
Create a fitness function
class Fitness:
    def __init__(self, route):
        self.route = route
        self.distance = 0
        self.fitness= 0.0
    def routeDistance(self):
        if self.distance ==0:
            pathDistance = 0
            for i in range(0, len(self.route)):
                fromCity = self.route[i]
                toCity = None
                if i + 1 < len(self.route):</pre>
                    toCity = self.route[i + 1]
                else:
                     toCity = self.route[0]
                pathDistance += fromCity.distance(toCity)
            self.distance = pathDistance
        return self.distance
    def routeFitness(self):
        if self.fitness == 0:
            self.fitness = 1 / float(self.routeDistance())
```

Create our initial population

return self.fitness

```
Route generator
```

```
def createRoute(cityList):
    route = random.sample(cityList, len(cityList))
    return route
```

Create first "population" (list of routes)

```
def initialPopulation(popSize, cityList):
    population = []

for i in range(0, popSize):
        population.append(createRoute(cityList))
    return population
```

Create the genetic algorithm

Rank individuals

```
def rankRoutes(population):
    fitnessResults = {}
    for i in range(0,len(population)):
        fitnessResults[i] = Fitness(population[i]).routeFitness()
    return sorted(fitnessResults.items(), key = operator.itemgetter(1), reverse = True)
```

Create a selection function that will be used to make the list of parent routes

Create mating pool

```
def matingPool(population, selectionResults):
    matingpool = []
    for i in range(0, len(selectionResults)):
        index = selectionResults[i]
        matingpool.append(population[index])
    return matingpool
```

Create a crossover function for two parents to create one child

```
def breed(parent1, parent2):
    child = []
    childP1 = []
    childP2 = []

    geneA = int(random.random() * len(parent1))
    geneB = int(random.random() * len(parent1))

    startGene = min(geneA, geneB)
    endGene = max(geneA, geneB)

for i in range(startGene, endGene):
        childP1.append(parent1[i])

    childP2 = [item for item in parent2 if item not in childP1]
    child = childP1 + childP2
    return child
```

return bestRoute

```
def breedPopulation(matingpool, eliteSize):
   children = []
   length = len(matingpool) - eliteSize
   pool = random.sample(matingpool, len(matingpool))
   for i in range(0,eliteSize):
        children.append(matingpool[i])
   for i in range(0, length):
        child = breed(pool[i], pool[len(matingpool)-i-1])
        children.append(child)
    return children
Create function to mutate a single route
def mutate(individual, mutationRate):
    for swapped in range(len(individual)):
        if(random.random() < mutationRate):</pre>
            swapWith = int(random.random() * len(individual))
            city1 = individual[swapped]
            city2 = individual[swapWith]
            individual[swapped] = city2
            individual[swapWith] = city1
   return individual
Create function to run mutation over entire population
def mutatePopulation(population, mutationRate):
   mutatedPop = []
   for ind in range(0, len(population)):
        mutatedInd = mutate(population[ind], mutationRate)
        mutatedPop.append(mutatedInd)
    return mutatedPop
Put all steps together to create the next generation
def nextGeneration(currentGen, eliteSize, mutationRate):
    popRanked = rankRoutes(currentGen)
    selectionResults = selection(popRanked, eliteSize)
   matingpool = matingPool(currentGen, selectionResults)
   children = breedPopulation(matingpool, eliteSize)
   nextGeneration = mutatePopulation(children, mutationRate)
   return nextGeneration
Final step: create the genetic algorithm
def geneticAlgorithm(population, popSize, eliteSize, mutationRate, generations):
   pop = initialPopulation(popSize, population)
   print("Initial distance: " + str(1 / rankRoutes(pop)[0][1]))
   for i in range(0, generations):
        pop = nextGeneration(pop, eliteSize, mutationRate)
    print("Final distance: " + str(1 / rankRoutes(pop)[0][1]))
   bestRouteIndex = rankRoutes(pop)[0][0]
   bestRoute = pop[bestRouteIndex]
```

Running the genetic algorithm

Create list of cities

```
cityList = []
for i in range(0,25):
    cityList.append(City(x=int(random.random() * 200), y=int(random.random() * 200)))
Run the genetic algorithm
geneticAlgorithm(population=cityList, popSize=100, eliteSize=20, mutationRate=0.01, generations=500
     Initial distance: 1687.5103501941473
     Final distance: 777.6862847664426
     [(11,11),
      (24,48),
      (25,67),
      (44,67),
      (44,80),
      (56,81),
      (70, 102),
      (52,98),
      (19,87),
      (4,86),
      (35,107),
      (25,119),
      (23,135),
      (36,124),
      (96,194),
      (138, 129),
      (145,111),
      (148, 109),
      (184,93),
      (199,61),
      (154,45),
      (97,33),
      (81, 12),
      (64,41),
```

Plot the progress

(39,19)

Note, this will win run a separate GA

```
def geneticAlgorithmPlot(population, popSize, eliteSize, mutationRate, generations):
    pop = initialPopulation(popSize, population)
    progress = []
    progress.append(1 / rankRoutes(pop)[0][1])

for i in range(0, generations):
        pop = nextGeneration(pop, eliteSize, mutationRate)
        progress.append(1 / rankRoutes(pop)[0][1])

plt.plot(progress)
    plt.ylabel('Distance')
    plt.xlabel('Generation')
    plt.show()
```

Run the function with our assumptions to see how distance has improved in each generation

geneticAlgorithmPlot(population=cityList, popSize=100, eliteSize=20, mutationRate=0.01, generations

